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1 Computing curricula 2001   ◼
September 2001 **Journal on Educational Resources in Computing (JERIC)**
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2 Fast detection of communication patterns in distributed executions   ◼
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: 📄 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

3 A distributed 3D graphics library   ◼
Blair MacIntyre, Steven Feiner
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Full text available: 📄 pdf(355.83 KB)   Additional Information: full citation, references, citings, index terms

Keywords: distributed shared memory, distributed virtual environments, object-oriented graphics, shared-data object model

4 Using trace analysis for improving performance in COTS systems   ◼
Erik Putrycz
October 2004 **Proceedings of the 2004 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: 📄 pdf(210.46 KB)   Additional Information: full citation, abstract, references, index terms

- With Commercial off-the-shelf (COTS) based systems, developers are focused on "glue" code for integrating all the components to create applications. Existing tools for analyzing performance are not sufficient anymore with large systems. This paper describes new methods and tools for improving performance in COTS-based systems by analyzing the execution trace. The results of the analysis help the developer to tune his/her application and make the best usage of the underlying COTS components. A ...

5 Dissertation Abstracts in Computer Graphics

January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1

Full text available: pdf(2.53 MB)   Additional Information: full citation

6 Kizamu: a system for sculpting digital characters

Ronald N. Perry, Sarah F. Frisken

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.04 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper presents Kizamu, a computer-based sculpting system for creating digital characters for the entertainment industry. Kizamu incorporates a blend of new algorithms, significant technical advances, and novel user interaction paradigms into a system that is both powerful and unique.

To meet the demands of high-end digital character design, Kizamu addresses three requirements posed to us by a major production studio. First, animators and artists want *digital clay* — a ...

Keywords: ADFs, character design, digital sculpting, distance fields, graphics systems, rendering, triangulation, volume modeling

7 The GNAT compilation model

Robert Dewar

November 1994 **Proceedings of the conference on TRI-Ada '94**

Full text available: pdf(1.55 MB)   Additional Information: full citation, abstract, references, citings, index terms

One of the novel features of GNAT is its unusual approach to the compilation process and the handling of the Ada library. The words novel and unusual only apply from a traditional Ada compilation perspective. By contrast, a typical C or C++ programmer would find many aspects of the model quite familiar. In GNAT, sources are independently compiled to produce a set of objects, and the set of object files thus produced is submitted to the binder/linker to generate the resulting executable. Thi ...

8 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms ·

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging

. technologies and visions.Starting with a short historic ...

9 Ada debugging and testing support environments
Richard E. Fairley
November 1980 **ACM SIGPLAN Notices , Proceeding of the ACM-SIGPLAN symposium on Ada programming language,** Volume 15 Issue 11
Full text available: pdf(975.77 KB)   Additional Information: full citation, references, citings

10 Collision detection: Minimal hierarchical collision detection
Gabriel Zachmann
November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(304.38 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present a novel bounding volume hierarchy that allows for extremely small data structure sizes while still performing collision detection as fast as other classical hierarchical algorithms in most cases. The hierarchical data structure is a variation of axis-aligned bounding box trees. In addition to being very memory efficient, it can be constructed efficiently and very fast.We also propose a criterion to be used during the construction of the BV hierarchies is more formally established than ...

Keywords: R-trees, hierarchical data structures, hierarchical partitioning, interference detection, physically-based modeling, virtual prototyping

11 Immersion: JINX: an X3D browser for VR immersive simulation based on clusters of commodity computers
Luciano P. Soares, Marcelo K. Zuffo
April 2004 **Proceedings of the ninth international conference on 3D Web technology**
Full text available: pdf(625.04 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we present JINX, a fully distributed virtual environments browser, which has a special support for commodity computer clusters and immersive visualization devices. The presented mechanism intends to be fast and easy to use to develop virtual reality applications based on the X3D format, enabling great flexibility for displays and interaction devices, allowing users to concentrate only on content creation. JINX provides support for nodes synchronization and resources sharing, from F ...

Keywords: X3D, cluster computing, parallel rendering

12 Dynamic typing for distributed programming in polymorphic languages
Dominic Duggan
January 1999 **ACM Transactions on Programming Languages and Systems (TOPLAS),** Volume 21 Issue 1
Full text available: pdf(401.66 KB)   Additional Information: full citation, abstract, references, citings, index terms

While static typing is widely accepted as being necessary for secure program execution, dynamic typing is also viewed as being essential in some applications, particularly for distributed programming environments. Dynamics have been proposed as a language construct for dynamic typing, based on experience with languages such as CLU, Cedar/Mesa, and Modula-3. However proposals for incorporating dynamic typing into languages with parametric polymorphism have serious shortcomi ...

Keywords: dynamic typing, marshalling, parametric polmorphism, static typing

13 Course design & learning enhancement: MUPPETS: multi-user programming pedagogy for enhancing traditional study

Andrew M. Phelps, Kevin J. Bierre, David M. Parks

October 2003 **Proceeding of the 4th conference on Information technology curriculum**

Full text available: pdf(823.74 KB)   Additional Information: full citation, abstract, references, citings, index terms

Through capitalizing on research in the areas of gaming and virtual community social psychology, RIT is engaged in a project to develop a Collaborative Virtual Environment (CVE) entitled "The Multi-User Programming Pedagogy for Enhancing Traditional Study" (MUPPETS). The MUPPETS system will be aimed specifically at engaging upper-division students in the education of lower-division students through their first-year programming core. The authors have built upon existing research and technical dev ...

Keywords: game programming, graphics, programming education, virtual worlds

14 Simulation and architecture evaluation: Microarchitectural exploration with Liberty

Manish Vachharajani, Neil Vachharajani, David A. Penry, Jason A. Blome, David I. August

November 2002 **Proceedings of the 35th annual ACM/IEEE international symposium on Microarchitecture**

Full text available: pdf(1.21 MB)   Additional Information: full citation, abstract, references, citings, index terms
Publisher Site

To find the best designs, architects must rapidly simulate many design alternatives and have confidence in the results. Unfortunately, the most prevalent simulator construction methodology, hand-writing monolithic simulators in sequential programming languages, yields simulators that are hard to retarget, limiting the number of designs explored, and hard to understand, instilling little confidence in the model. Simulator construction tools have been developed to address these problems, but analy ...

15 Verifying Security

Maureen Harris Cheheyl, Morrie Gasser, George A. Huff, Jonathan K. Millen

September 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 3

Full text available: pdf(4.68 MB)   Additional Information: full citation, references, citings, index terms

16 The Digital Society and Its Enemies: A Critique of 'On the Internet'

John Weckert

June 2004 **ACM SIGCAS Computers and Society**, Volume 34 Issue 1

Full text available: html(220.20 KB)   Additional Information:

17. 4.2BSD and 4.3BSD as examples of the UNIX system ☐
John S. Quarterman, Abraham Silberschatz, James L. Peterson
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Full text available: 📄 pdf(4.07 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

This paper presents an in-depth examination of the 4.2 Berkeley Software Distribution, Virtual VAX-11 Version (4.2BSD), which is a version of the UNIX Time-Sharing System. There are notes throughout on 4.3BSD, the forthcoming system from the University of California at Berkeley. We trace the historical development of the UNIX system from its conception in 1969 until today, and describe the design principles that have guided this development. We then present the internal data structures and ...

18 User interface software tools ☐
Brad A. Myers
March 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 1

Full text available: 📄 pdf(3.25 MB)   Additional Information: full citation, abstract, references, citings, index terms

Almost as long as there have been user interfaces, there have been special software systems and tools to help design and implement the user interface software. Many of these tools have demonstrated significant productivity gains for programmers, and have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

Keywords: interface builders, toolkits, user interface development environments, user interface software

19 A video retrieval and sequencing system ☐
Tat-Seng Chua, Li-Qun Ruan
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4

Full text available: 📄 pdf(3.20 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

20 Direct haptic rendering of sculptured models ☐
Thomas V. Thompson, David E. Johnson, Elaine Cohen
April 1997 **Proceedings of the 1997 symposium on Interactive 3D graphics**
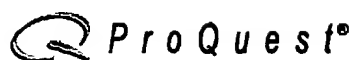
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☐ 1. **Don't Bury The Compressor Before It's Dead**
   Shawn Lee. **Air Conditioning, Heating & Refrigeration News.** Troy: Apr 4, 2005. Vol. 224, Iss. 14; p. 1
   (2 pages)

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☐ 2. **VOICE. OF. SCOTLAND: HELP; [FIRST Edition 3]**
   Shawn-Lee Stam. **Daily Record.** Glasgow (UK): Oct 14, 2003. p. 31

   📄 Full text   📄 Abstract

☐ 3. **School threats bring arrests A Chanceford Township man threatened to 'blow the faces off the
   children.'**
   RICK LEE and SHAWN LEDINGTON Daily Record staff. **York Daily Record.** York, Pa.: Mar 27, 2001. p.
   A.01

   📄 Full text   📄 Abstract

☐ 4. **Taking baby e-steps**
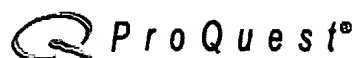   _Shawn Lee_. **Industrial Distribution.** New York: Jan 2001. Vol. 90, Iss. 1; p. 94 (1 page)

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